

3119

A SUPERTANK GAME™

OF SMASHING ATTACK

HELLTANK™



MicroGame® 19



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HELLTANK

Tactical Armored Combat--AD 2005-2040

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Simulation

The designer offers thanks to the designers of all
the tactical armored games he has played (especially
Jim Dunnigan) and the authors of all the science-
fiction combat stories he has read (especially David
Drake).

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1.0 INTRODUCTION

Three major wars were fought in the 1990s. Each began with conventional combat, escalated to tactical nuclear warfare and then overnight to a game of higher stakes. The destruction of Pyongyang, Monrovia, and Germany ended the generals' optimistic talk of limited nuclear war. They and the politicians learned at last; wars would still be fought - but without weapons of mass destruction. It was progress, of a sort.

The early 21st Century was a time of constant minor wars and border skirmishes. Two hundred nations obtained arms from a half-dozen suppliers whose equipment became increasingly similar as old debates were resolved by hard experience. The argument between adherents of heavy armor and of speed was decided by the current primacy of vehicle cannon over vehicle armor. When even a tiny two-man raider tank mounted enough punch to blow out a World War II Maginot Line fort, there was only one way to increase a vehicle's survivability - give it speed. Hovercraft and helicopters were useful, but expense and payload limitations kept them from replacing tracked vehicles - which, built lightly for mobility but still heavily armed, remained the mainstay of the armored brigades.

Brigades were organized for flexibility. A battalion commander had a variety of heavy and raider tanks, tracked and hover infantry carriers, artillery, missile launchers, attack helicopters, and later on jetpack infantry and magnetic-propulsion VERTOL lifters. Battalions were organized into mission tailored task forces. Combined arms doctrine was still the key. Tanks provided shock in assaults. Light armor was useful for recon and screening. Hover speed was vital in open country. Infantry was still queen of street battles. Flak and laser mounted air defenses made tactical airplanes and cruise missiles bow out to be replaced by 'copters and lifters. And as always artillery - guns and barrage missiles - could pulverize the enemy if undisturbed by fire, particularly after the sleeper maneuverable mine arrived to extend its reach.

Expensive systems and 50% skirmish casualty rates made war costly in men, money and resources. Glory, wealth, and patriotism were supplimented by post-hypnotic suggestion as incentive for short-lived soldiers. Onboard computers made smaller crews more efficient, but experiments with computer-controlled vehicles failed. Humans could still outthink robots.

For three decades improvements in weaponry and protection paced each other with firepower always slightly ahead. Then in 2030 a decade of US, Brazilian and Israeli experiments paid off. For the first time since the 20th Century a truly revolutionary weapon was deployed to the battlefield.

At 100 tons the heavy launch tank (HLtank or "helltank") was no monster. It was big, up to 20 meters. Its six interchangeable weapons pods gave it more firepower and flexibility than other vehicles. Like smaller armored vehicles it was covered with "beehive" flechette launchers to knock down incoming shells and missiles; but carried far more of them. While it wasn't as fast as lighter armor, it was stable enough to fire moving at full speed.

What made the Helltank more than a big, expensive target was its strong beehive and exceptionally thick armor. It took a lot of modern composite armor to stop a Hellfire IX HEATBLAST shell. Only a Helltank powerplant could move such a weight at battle speed. Five years later the magnetic force cannon was perfected, and only a helltank powerplant could juice it. By 2040 the helltank had proven itself the unquestioned king of the battlefield.

But a king needs attendants. A Helltanks's beehive could be overwhelmed, its armor penetrated. A task force taking on a solitary Helltank would bleed but might knock out its opponent. A Helltank screened by friendly light units was far more formidable. Combined arms was still the answer.

The engineers who had designed the Helltank were earning their governments new fortunes by developing the antidote. Initial R&D reports scared the hell out of helltank crews...

HELLTANK is a tactical game of armored combat between 2005 and 2040, showing the effect of technological development on land warfare. Five scenarios are provided along with charts to help players devise their own. Each unit is a single vehicle or five-man infantry team. Each hexagon ("hex") is 1000 meters across. Each turn represents 90 seconds to several minutes of real time.

IMPORTANT: The game is divided into a Basic Technology period (2005-2015), an Intermediate period (2015-2030), and an Advanced Technological period (2030-2040). Begin with the Basic game, moving up to the Intermediate and Advanced games as you digest the rules. Rules used only in the later games are marked INT and ADV; ignore them while learning the Basic game. All Basic game rules apply, unless specifically noted, in the INT or ADV rules. All scenarios may be played with Basic, INT, or ADV rules.

2.0 COMPONENTS

2.1 MAPSHEET: The map depicts a city and the area around it. The effects of terrain on movement and combat are explained in the Terrain Effects Chart and the Combat Results Table.

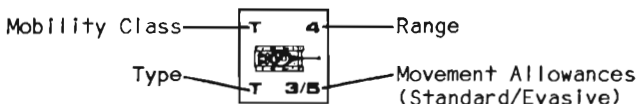
2.2 COUNTERS: Each player has a set of 55 units; the 16 Evasive Action (EV) markers are used by both players. Each unit is marked with its type and silhouette, its Mobility Class, its Standard Movement Allowance and Evasive Movement Allowance, measured in Movement Points, and an Identification letter. Most units are also marked with their weapon's maximum range in hexes. Those units without a printed range can mount any of several different weapons with different ranges.

UNIT TYPES

T:	Tank
R:	Raider: Light Tank
I:	IFV: Infantry Fighting Vehicle
G:	Gun: Artillery
L:	Msl Ln: Barrage Missile Launcher
D:	ADP: Air Defense Platform
H:	AH: Attack Helicopter
Hv:	Hover: Hovercraft, carrying infantry
M:	MTT: Multi-Turreted Tank
Ht:	Hawk T: Hawk Team jetpack infantry
C:	Air Cr: Air Cruiser
HT:	HLtank: Heavy Launch Tank

MOBILITY CLASS:

T=Tracked H=Hovercraft J=Jetpack A=Air



2.3 COMPONENTS NOT PROVIDED: Players will also need pencils and note paper.

3.0 TURN SEQUENCE

The game is played in a series of turns. Each turn is divided into three phases. The actions outlined here are fully explained later.

3.1 INITIATIVE: Each player rolls a die. The higher roll has the initiative and is the "first player" in the next phase. Ties are rerolled.

3.2 SEQUENTIAL EXECUTION PHASE: The first player chooses one of his units and "executes" with it. Its execution may be interrupted only by enemy Opportunity Fire (OpFire), rule 6.0. Then, the second player may execute with one of his units. The players continue alternating until one runs out of units, then, the other player executes with his remaining units. A player may not forfeit Initiative or decline to execute. An executing unit may perform any one of seven tasks:

1) Move -up to the limit of its Standard Movement Allowance (SMA).

2) Evade -move within the limit of its Evasive Movement Allowance (EMA). An "EV" marker is placed on the unit.

3) Fire -at an enemy unit within Range.

4) Move -within SMA, then Fire.

5) Fire -then Move within SMA.

6) Move -Fire, then Move again.

7) Do Nothing -"doing nothing" with a unit counts as execution.

A player need not plan his unit's execution in advance; e.g., he might Move, Fire and then decide any other action.

(INT: Multi-Weapon units (see rule 5.3) executing "6" may intersperse Fire at any point or points in their Movement so long as they do not Fire any weapon more than once per turn.)

3.3 REMOVAL PHASE: "EV" markers are removed from all units. Play proceeds to the Initiative Phase of the next turn.

3.4 REMEMBERING UNIT STATUS: Players must keep track of which units have executed and which are eligible to OpFire in their heads or on paper with the aid of the units' ID letters. Alternatively, they may rotate units 60 degrees when they execute--60 degrees right if they are eligible to OpFire (have not Fired or Evaded), 60 degrees left if ineligible. All units are rotated to their original position each Removal Phase.

4.0 MOVEMENT

4.1 PROCEDURE: A unit moves by expending Movement Points (MPs) from its Standard Movement Allowance (SMA). Each hex costs a set number of MPs to enter, depending on its terrain type and the unit's Mobility Class (see Terrain Effects Chart). A unit is never required to move or to expend all its MPs. A unit may move in any direction or combination

of directions. It may not enter a hex if it lacks sufficient MPs to do so.

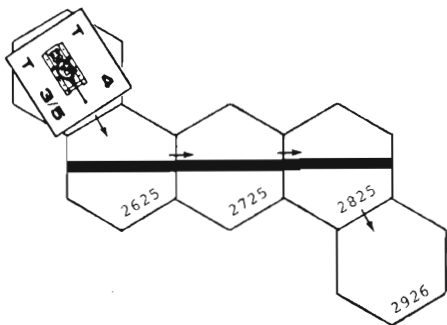
EXAMPLE: A tank (SMA of 3 and Mobility Class T) could move three Clear hexes, or one Woods hex, or nine Highway hexes, or a Clear hex and a Town hex.

4.2 EVASIVE ACTION: A player may place an Evasive Action marker on one of his units if: it is the start of the unit's execution, or the unit is being Fired on (not OpFired on). An Evading unit is harder to hit (see Combat Results Table) and may move up to the limit of its EMA. An Evading unit may not Fire or OpFire during the turn. Thus a unit which has already Fired or OpFired in a turn may not Evade. An Evading unit is not required to expend any of its MPs, ie it moves rapidly within a hex.

4.3 ENTERING OCCUPIED HEXES: A unit may freely enter or leave a hex occupied by any number of friendly or enemy units. However, special OpFire rules apply (see 6.4).

4.4 HIGHWAY MOVEMENT: Class T and H units may move at the Highway rate (see Terrain Effects Chart) only if moving from one highway hex to another, i.e., along the Highway.

EXAMPLE OF HIGHWAY MOVEMENT

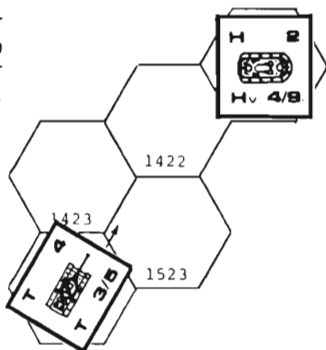
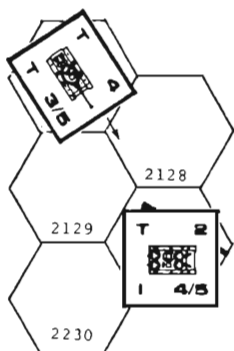


5.0 FIRING

5.1 PROCEDURE: A unit may Fire once per turn, at one enemy unit within Range and to which it can trace a Line of Fire (see 7.0). State which of your units is firing on which enemy Target unit. If that Target is not Evading but is eligible to evade (see 4.2) the enemy player decides whether or not to place an Evasive Action marker on it.

Next, you cross-index your Firing unit and the Target unit type on the Combat Results Table and roll a die. This roll, as modified by the Table's Die Modifiers, determines if the Target is hit. If hit it is immediately removed. Other units in the Target hex are unaffected (exception: see 5.2).

EXAMPLE: The Tank fires at the Hover, which is in a Clear hex and is not Evading. A die roll of 1, 2, or 3 is needed for the Tank to destroy the Hover.



EXAMPLE: The Tank fires at the IFV, which is in a Woods hex and which decides to Evade. Since the die roll is +2 for the Woods and +2 for the Evading IFV, a die roll of 1 is needed for the Tank to destroy the IFV.

5.2 AREA FIRE WEAPONS: Guns and Missile Launchers attack hexes, not specific enemy units. All friendly and enemy units in the target hex are attacked, with a separate die roll for each. An area fire weapon firing at a range of 0 does not Fire on itself. An Emplaced Minefield (see rule 8.3) is also an area fire weapon. (INT: Also Sleepers). (ADV: Also Quake rounds. A Msl Ln firing a Quake round into its own or adjacent hex fires on itself. See 8.5)

INT: 5.3 Multi-Weapon Units: MTTs, Air Cruisers, and HLtanks may Fire or OpFire each weapon each turn. Multi-weapon units may attack one target with all their weapons or divide their attacks among multiple Targets. A multi-weapon unit may Fire at different points in its execution (e.g., an MTT could Fire once, move, Fire twice more, and move again within its SMA). The executing player declares a Fire and resolves it before declaring the next, multi-weapon fire is sequential, not simultaneous.

6.0 OPPORTUNITY FIRE (OPFIRE)

6.1 PROCEDURE: When a moving (including evading) unit enters a hex within range of an enemy unit which has not Fired or OpFired in the present turn, the enemy player may declare that one or more of

these units within range are OpFiring on the moving unit. OpFire is always optional. OpFire is resolved on the Combat Results Table just like Fire. The OpFiring player must declare all OpFires at a unit before any are resolved (thus some of the OpFires may be wasted). A unit surviving OpFire may continue executing and may again be OpFired upon.

6.2 RESTRICTIONS: Units which have already Fired or OpFired, Evading units, Guns, and Missile Launchers may not OpFire. A unit may OpFire and Move, but not OpFire and Fire, in the same turn.

(INT: Multi-weapon units may Fire some and OpFire some of their weapons in a turn so long as each weapon is Fired or OpFired only once.)

(ADV: Force Cannon may not OpFire.)

6.3 OPFIRE TIMING: OpFire occurs as the Target enters a hex; range is traced to the hex being entered. If the Target is executing move-fire, it undergoes OpFire as it moves, before it may Fire. Conversely, a unit executing fire-move Fires first and is only subject to OpFire as it moves.

6.4 IN-HEX OPFIRE: Any time a unit enters a hex occupied by an enemy unit(s), and the enemy unit is neither Evading, a Gun, Msl, nor an Ln, the enemy unit(s) may OpFire--even if it has already Fired or OpFired in the present turn. This is a "bonus" OpFire, in addition to a unit's normal one Fire or OpFire per turn. A unit may not use its normal OpFire and its bonus OpFire on the same unit entering its hex, though it could Fire or OpFire on the unit when it is in an adjacent hex.

(INT: Multi-Weapon units get one bonus OpFire, for the weapon of the owning player's choice, on each unit which enters its hex.)

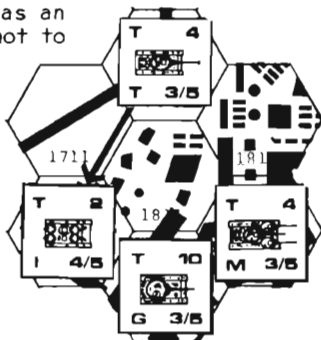
7.0 LINE OF FIRE (LoF)

A line of fire (LoF) is an unblocked path between a firing unit and its target. A straight-edge is placed between the centers of the two hexes.

7.1 DIRECT FIRE WEAPONS: A unit may not Fire or OpFire at a target unless has an unblocked LoF to its target.

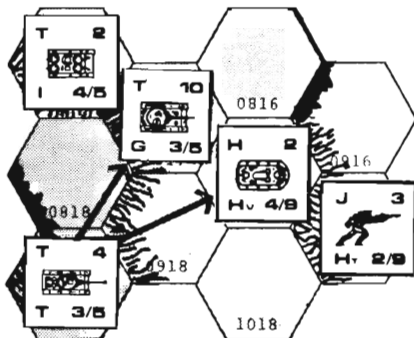
7.2 TOWNS AND WOODS: An LoF may extend into or out of, but not through, a Town or Woods hex. An LoF may not extend along a hexside bordered by two Town or Woods hexes.

EXAMPLE: The Tank has an LoF to the IFV, but not to the Gun or MTT.



7.3 SLOPE/CLIFF HEXSIDES: A LoF may extend into or out of, but not through, a hex which is directly above a Slope or Cliff hexside. An LoF may extend along a Slope or Cliff hexside.

EXAMPLE: The tank has an LoF to the Gun and Hover, but not to the IFV or Hawk Team.



7.4 OTHER UNITS: An LoF may extend through any number of enemy or friendly units without affect.

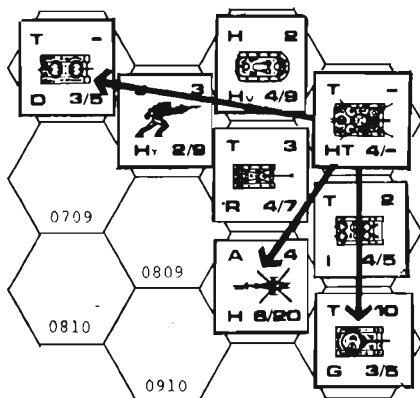
7.5 SAME OR ADJACENT HEXES: An LoF may always be traced between units in the same or adjacent hexes.

7.6 INDIRECT FIRE WEAPONS: Guns and Missile Launchers need never trace LoF. (INT: Nor do Sleepers.)

7.7 AIRCRAFT: Attack Helicopters (AHs) need not trace LoF. LoF must be traced to AHs when Firing or OpFiring on them. (INT: The same is true of Air Cruisers.) Aircraft normally move and hover at tree-top level, rising to fire over obstacles and dropping down instantly.

ADV: 7.8 FORCE CANNON: Force Cannon are direct-fire weapons and thus must trace LoF. Unlike other weapons they affect units in the LoF between them and their target units. Any friendly and enemy units in hexes, or adjacent to hexsides, crossed by the LoF are attacked fully and individually, with a separate die roll for each.

EXAMPLE: With one Force Cannon, the HLTank could Fire on the IFV and Gun; or the IFV, Raider, and AH; or the Hover, Hawk Team, and ADP.



8.0 MISSILE LAUNCHERS

8.1 AMMUNITION TYPES: A Msl Ln carries between one and four types of round, depending upon the time period of the scenario being played (see 13.1). The owning player specifies the type of round being fired as he executes. There are no "supply limits".

8.2 PRECISION GUIDED MUNITIONS: PGM is the standard round, available in all periods, used for Fire against one hex.

8.3 EMPLACED MINEFIELDS: Available Periods A through C. When a Msl Ln fires and EMF, it is "emplaced" in a hex of the executing player's choice within the Msl Ln's range. The player notes the hex ID number on paper secretly. An EMF may not Fire or move. It automatically OpFires when the first enemy unit, other than an AH or AC, enters its hex, attacking all units in the hex. The "PGM, EMF, or Sleeper" line of the Combat Results Table is used, and the die roll modifier for same-hex targets (see

CRT) applies. An EMF is removed after OpFiring once. It cannot be Fired on or revealed in any way before it OpFires.

INT: 8.4 SLEEPER: Available Period D and after. A Sleeper is emplaced in the same way as an EMF. It may OpFire at an enemy unit, other than an AH or AC, which moves within three hexes of it, attacking all units in that hex. It need not trace LoF. The "PGM, EMF, or Sleeper" line of the CRT is used. The die roll modifier for same-hex targets applies if the target is in the Sleeper's hex. A Sleeper is removed after it OpFires once, and cannot be revealed before then.

ADV: 8.5 QUAKE: Available Period G. Quake rounds are Fired at a target hex. All units in the target hex and the six hexes adjacent to the target hex, possibly including the firing Msl Ln, are immediately attacked on the "Quake" line of the CRT.

9.0 AIR DEFENSE PLATFORMS (ADPs)

9.1 WEAPON TYPES: An ADP mounts one type of weapon of the owning player's choice. Depending on the time period, the player will choose from one or two types. He notes his choice secretly, revealing it only when the ADP Fires or OpFires the first time.

9.2 FLAK: Always available. A Direct Fire Weapon, Flak has a range of 4.

INT: 9.3 LASER: Available Period C and after. A Direct Fire weapon with a range of 6.

INT: 10.0 AIR CRUISERS

An Air Cruiser is a multi-weapon unit mounting three weapons. The owning player selects the weapons at the start of the game, choosing any combination of AH-weapons, Lasers, or Guns. Each weapon Fires and OpFires, according to the normal rules for that weapon, on the corresponding line of the Combat Results Table. The owning player reveals the weapon mix of the Air Cruiser as it fires its weapons.

ADV: 11.0 HEAVY LAUNCH TANKS

11.1 EVASIVE ACTION: HLTanks have no EMA and can't Evade or receive a defensive die modifier for Evasion.

11.2 WEAPONS: A HLTank mounts six weapons--chosen from Tank, Gun, Msl Ln, Flak, Laser, and Force Cannon. Missile Launchers may fire all available rounds. A HLTank may mount any weapon mix except that it may mount only one Force Cannon. Note your choice at the start of the game and reveal the weapons only as they are fired.

Important: Note the weapon number, 1 through 6, when you write them down--e.g., "1) Tank, 2-4) MslLn, 5) Laser, 6) Cannon." Force Cannon are available in Period G; they have a range of 3.

11.3 HLTANK DAMAGE: Unlike other units, HLTanks are not destroyed when hit the first time. They are destroyed the instant they accumulate 30 Damage Points or the instant they suffer one Critical Hit.

11.4 DAMAGE PROCEDURE: When a unit scores a hit on a HLTank according to the Combat Results Table, REFERENCE the HLTank Hit Chart. Cross-index the result of the Modified die roll with the range at which the Fire OR OpFire was made, yielding the number of Damage Points scored. It is removed from the game the moment it receives its 30th Point.

Important exception: Guns, Missile Launchers, EMFs, and Sleepers score a set number of Points per hit as shown on the Hit Chart.

11.5 |DISABLING WEAPONS: For each Damage Point scored, the HLTank's owning player rolls one die. If the result is "1", one of the HLTank's weapons is disabled. The owning player rolls one die; the weapon with the corresponding number (as noted at the start of the game) cannot be used the rest of the game. If an already disabled weapon is disabled again, there is no additional effect on the HLTank.

11.6 CRITICAL HITS: If the result on the Hit Chart is asterisked (*), the owning player rolls two dice. If the result is "2", the HLTank is immediately destroyed. This roll is in addition to the rolls for disabling weapons. One critical hit roll is made per asterisked hit, not per Damage Point.

12.0 EXAMPLES OF PLAY

12.1 Lay out the map and place the units as directed, moving them and calculating the Die Modifiers of Firing and OpFiring discussed in the text. Each example provides narration of a complete turn. The first is in Period E, the second Period G.

12.2 EXAMPLE 1: The turn begins with Indian units in these positions: Hover A in 1218, Hover B in 2327, Raider in 1420, Tank in 1723, MTT in 1523, ADP mounting Flak in 1626, Msl Ln in 2029. In earlier turns the Msl Ln has emplaced two Sleeper rounds; they are secretly located in 1715 and 2224.

Kenyan units are in these hexes: AH A in 1617, AH B in 2025, Tank in 0920, IFV in 1417, Raider in 1013, Hawk Team in 2430, Hover in 2725, and Gun in 2218.

In the Initiative phase, the Indian player rolls "4", the Kenyan player rolls "2"--the Indian has the Initiative.

1) The Indian Msl Ln Fires at the Kenyan Gun. The Kenyan player decides that his Gun will not Evade, since he wants it to Fire this turn enough to take a risk. The roll is a "5", modified to a "7" by the terrain--a miss.

2) The Kenyan Tank moves to 1120 and Fires on the Indian Raider, which goes Evasive. The roll is a "2", modified to "4" by Evasive Action--a hit. The Raider is removed. The Tank moves on to 1119.

3) The Indian Hover A moves through 1117 to 1116 (avoiding possible OpFire from the IFV by moving outside its range). The Kenyan player stops its movement by OpFiring with his Raider. The Hover cannot Evade, because it is taking OpFire rather than Fire.

The roll is an unmodified "5"--a miss. The Hover moves on to 1014 and Fires at the Raider. The roll is an unmodified "4"--a miss.

4) The Kenyan AH A moves through 1218 to 1219, beyond the Tank's range. The Indian player decides to OpFire with two of the MTT's weapons. The rolls are unmodified "2" and "4"--a hit and a miss. The AH is removed; the MTT may Fire once more this turn.

5) The Indian ADP moves to 1726. AH B OpFires. The roll is a "6", modified to "8" by terrain--a miss. The ADP Fires back. The ADP is Firing for the first time, so the Indian player shows his opponent the note that it is equipped with Flak. The AH may not Evade, since it has OpFired this turn. The roll is a "5"--a miss. The ADP does not use its remaining Movement Point, as it is protected in the Plant.

6) The Kenyan player decides that he would like to Fire at Hover A with his Hawk Team, but its LoF is blocked by the Town hex. Planning for the next turn, he places an Evasive Action marker on the Hawk Team and moves it through 2329 to 2328, the Ag Station. The Indian player would like to OpFire with his Hover, but the combination of the Evasion Modifier and the terrain Modifier for the Class J unit make it impossible for a Hover to hit the Hawk Team. It does not OpFire.



7) Instead, the Indian Hover B moves to 2328. The Hawk Team cannot OpFire because it is Evading. The Hover Fires. The roll is a "6", modified to "6" (+3 for Class J in Town, +2 for Evasion, -3 for Hover Firing within a Town, -2 for any unit Firing into its own hex)--a miss. The Indian player chooses to forfeit its remaining Movement Point--and hopes his Hover Fires before the Hawk Team next turn.

8) The Kenyan AH B moves to 2231. The Indian player decides against OpFiring with his Tank. The AH can move no more than six hexes, since it OpFired earlier this turn and thus cannot Evade.

9) The Indian MTT moves through 1521 to 1218, using up its SMA. It Fires its remaining weapon at the Tank. The roll is an unmodified "2"--a hit.

10) The Kenyan IFV moves to 1317 and Fires at the MTT. The roll is a lucky "1"--a hit. It moves on to 0711 on the highway.

11) The only Indian unit yet to execute is the Tank. The Indian player is tempted to move it north along the highway to attack the IFV or Raider, or south to support the Msl Ln. Instead he decides to sit tight. The Tank executes "Nothing".

12) The Kenyan Raider uses one Movement Point to move to 1216 along the highway and then moves upslope to 1317.

13) The Kenyan Gun moves to 2220 and Fires on 2328, the Ag Station. It cannot hit the friendly Hawk Team because of the terrain and Evasion modifiers. The roll for the Hover is "2", modified to "3"--a hit.

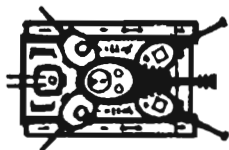
14) The Kenyan Hover goes Evasive and moves along the highway to 2224. The Indian player stops its movement by announcing that a Sleeper is OpFiring. The roll is a "5", modified to "5" (+2 for Evasion, -2 for in-hex Firing)--a miss. The Sleeper is removed. The Hover continues along the highway to 2124, where it is stopped by OpFire from the Tank. The roll is "2", modified to "4"--a miss. The Hover continues to 1924, then to 1726, expending all its EMA. The ADP may make its "bonus" OpFire even though it has already Fired this turn. The roll is a "6", modified to "7" (+1 for terrain, +2 for Evasion, -2 for in-hex OpFiring)--a miss.

All units have executed. Evasive Action markers are removed from the Hawk Team and the Hover. Play proceeds to the next turn.

12.2 EXAMPLE 2: Quebecois units are in these hexes: Msl Ln--0313, Gun--1419, Raider--2122, MTT--1816, Tank--2721, Air Cr--2212. The Air Cruiser mounts two AH weapons and a Laser.

A US IFV Is in 2018 and a US HLTank Is in 2422. The HLTank mounts 1)Force Cannon, 2-3)Tank weapon, 4)Gun, 5)Msl Ln, 6)Laser.

In the Initiative Phase, the Quebecois player rolls "1" and the US player "5". The US player executes with his HLTank.



1) The HLTank Fires one of Its Tank weapons at he Tank. The Quebecois player chooses not to have his Tank Evade. The roll is a "2", modified to a "4"--a hit. Next the HLTank Fires Its other Tank weapon at the Raider. The Quebecois player places an "EV" marker on the unit. The roll is a "1", modified to a "3"--a hit. Next the HLTank moves to 2220, where it is stopped by OpFire from the MTT.

The MTT OpFires all three weapons. The unmodified rolls are "3", "6", and "3"--two hits. Going to the HLTank Hits chart, the players see that two "3" rolls at a range of "2" does 4 Damage Points. The Quebecois player rolls one die four times. He rolls "3", "5", "1", and "5", knocking out one weapon. He rolls one die, and rolls "2"; the first Tank weapon is disabled for the rest of the game.

The HLTank is far from being destroyed. It continues its movement to 2119 and Fires its Force Cannon at the MTT. The US IFV Is In the LoF of a Force Cannon and is therefore also Fired on. The MTT is automatically destroyed, since only Evasive Action would give it a chance on the Combat Results Table and it cannot Evade in a turn in which it has Fired. The IFV does Evade. The roll against it is "6", modified to "8"--a miss.

The HLTank finishes its movement by shifting to 2019. It fires a Quake round from its Msl Ln (remember, this is a Period G) at hex 0414, catching the Msl Ln in its blast radius. The Msl Ln Evades. The roll is "6", modified to "8"--a miss. Next the HLTank Fires Its Gun at the Quebecois Gun. The Quebecois player decides against Evasion, hoping

to get a shot off. The roll is "5"--a hit. The HLTank's Laser has no target, and the HLTank has used its whole SMA, so its execution is over.

2) The Air Cruiser moves to 2217. Since the HLTank's Laser is a Direct Fire weapon requiring Line of Fire (LoF), OpFire is impossible. The Air Cruiser Fires both AH weapons at the HLTank. The rolls are "3" and "4"--both misses. The Air Cruiser's Laser has no target. The Air Cruiser moves back to 2216.

3) The IFV does nothing.

4) The Msl Ln moves to 0412 to get under cover.



13.0 SCENARIOS

13.1 UNIT PURCHASE: The game is divided into seven 5-year periods: 2005-2010 is Period A, 2010-2015 Period B, and so on. The Unit Cost/Availability Chart shows units available by cost in each Period. A "5" on the Chart means five million 2005AD US dollars (including crew training and support). Players choose a scenario time period. In each scenario players are given a budget to purchase units of their choice available in the Period. Players choose their units simultaneously, revealing their choices as the units enter the map.

13.2 FORMAT: Scenarios may be in any Period unless otherwise stated. Choose a period before choosing units. Scenarios include unit purchase budgets, starting positions, reinforcements, time length, victory conditions, and any special rules.

13.3 ENTERING THE MAP: A scenario will refer to units not starting on the map as reinforcements. Reinforcements may enter on any edge-hex(es) in the area specified. A unit enters the map by moving (or Evading), paying the normal cost to enter the terrain of the edge-hex.

13.4 EXITING THE MAP: A unit moves (or Evades) off the map by paying a MP cost for terrain the same as that in the hex it is leaving. Unless a scenario specifies otherwise, a unit exiting the map cannot return. A unit off the map cannot fire or be fired on. Units may leave the map at any time. A scenario may designate a map-edge as "held" by one player. Units exiting on any enemy-held map-edge are considered destroyed for victory calculation.

13.5 VICTORY CONDITIONS: The winner is the player who accumulates more Victory Points (VPs); the greater his superiority in VPs, the greater his victory. A slight superiority is essentially a draw; a superiority of 1.5 to 1 is a marginal victory; scoring twice the enemy's VPs is a clear success; 3 to 1 earns a commendation, promotion and press release for the victorious commander.

VPs are scored for destroying enemy units according to their purchase cost; e.g., a Period A Tank is worth 5 VPs. VPs are scored for damage done to undestroyed HLtanks--1 VP for each 3 or fraction of 3 Damage Points scored, 2 VP for each disabled weapon. Scenarios may specify additional victory objectives.

13.6 SCENARIO-1 Delaying Action The first player chooses fifteen million dollars of units and places them anywhere on the map northeast of the Canal. He chooses and lays aside another thirty million dollars of units for reinforcements.

The second player chooses forty-five million dollars of units. They enter anywhere along the south edge west of the Canal on Turn 1.

Reinforcements: At the start of each Initiative Phase the first player rolls a die and adds "1" to the result for each of his units which has been destroyed by enemy Fire or OpFire. On the first turn the modified roll is "6" or more, reinforcements enter anywhere along the north edge. They enter automatically on Turn 5 if not activated earlier.

Length: The game ends after 20 turns or at any time after the entry of the reinforcements that one side has no units on the map.

Victory: Both players gets VPs for enemy units destroyed. The second player gets VPs for each of certain hexes entered by at least one of his Class T or H units: 3 VP for each of the four Campus hexes, 5 VP each for the Manor, Soya Hut, and the Mall. The first player gets 25 VP if none of the second player's units ever move northeast of the Canal.

Special Rules: 1) The first player's units have had time to camouflage and radarproof their positions. All units which start the game in Woods or Town hexes are placed upside-down. They are turned over only when they enter a Clear or Canal hex, Fire or OpFire, or are Fired or OpFired on. Once turned over they stay face up.



2) The north and east edges are held by the first player.

13.7 SCENARIO-2 Recon Mission: Both players choose thirty-six million dollars of units. They must choose nine or fewer units with a maximum of three aircraft. They may not choose HLTanks. The first player's units enter Turn 1 anywhere along the east edge. The second player's enter Turn 1 anywhere along the west edge. There are no reinforcements.

Length: 25 turns.

Victory: Both players receive VPs for destroyed enemy units. Each receives 6 VPs for each of his units to make a successful Recon.

Special Rules: 1) A unit makes a successful Recon if: it exits the map anywhere on the edge opposite its entry edge, stays off for four complete turns, re-enters along the same edge within eight hexes of its exit hex, and exits again along its original entry edge. Units may not re-enter the map at any other time or place.

13.8 SCENARIO-3 Blockbuster: The first player chooses thirty million dollars of units; excluding Air Cruisers or HLTanks. He places them anywhere on the map.

The second player chooses forty-five million dollars of units; he is limited to one HLTank. They enter anywhere along the west edge on Turn 1. There are no other reinforcements.

Length: 20 turns.

Victory: The first player wins if he has at least one unit in the City at the end of the game. The second player wins if he does not.

Special Rules: 1) Special Rule 1 from Scenario 13.6 (camouflage) is in effect.

2) The first player may emplace 15 Emplaced Minefields (see 8.3) at the start of the game, regardless of the Period or whether or not the player has Missile Launchers.



13.9 SCENARIO-4 Suicide Run: (ADV only) The first player chooses forty million dollars of units, excluding HLTanks and puts them anywhere on the map.

The second player chooses thirty-five million dollars of units including one HLTank. They enter anywhere along the west edge on Turn 1. There are no other reinforcements. The game's length is indeterminate.

Victory: The second player wins if the HLTank exits the east edge with three or more intact weapons and having suffered 20 or fewer Damage Points. The first player wins if the HLTank does not exit the east edge. If it exits the east edge with four or more disabled weapons or 21 or more Damage Points, the game is a draw.



13.10 SCENARIO 10-5 Depot Evacuation: (ADV only) The first player chooses fifteen million dollars of units, deploying them anywhere on the map. In addition, he receives three partially operational HLTanks, deploying them within two hexes of the Campus.

The second player chooses ninety million dollars of units, divided into three groups of equal cost. One group enters on Turn 1, one on Turn 5, one on Turn 9. The groups enter on the north, east, and /or west edge. He must note each group's entry edge before the game, not telling the first player until each group enters the map.

Length: 25 turns.

Victory: Players receive VPs for enemy units destroyed, including HLTank damage inflicted during the game. The first player receives 20 VP for each HLTank exiting the south edge.

Special Rules: 1) At the start of the game the second player rolls three dice for each HLTank, consulting the charts below to determine the HLTanks's characteristics. the HLTanks begin the game with some Damage Points already inflicted, some weapons disabled, and a reduced Movement Allowance. The rolls are not secret, though weapon mix choice is. The player chooses his HLTanks' weapon mixes after rolling.

2) Highways are ignored.

# WEAPONS		# DAMAGE		MOVE	
roll	DISABLED	roll	POINTS	roll	ALLOW
1	1	1	5	1	4
2	2	2	5	2	3
3	2	3	10	3	3
4	2	4	12	4	2
5	3	5	15	5	2
6	4	6	20	6	2



14.0 UNIT NOTES

Tank: The US MBT-11 Klane was typical of early-21st main battle tanks, undergoing a dozen major modifications. Only 5 meters long and 2.3 meters tall, its magnetically balanced hydraulic suspension, armored tracks, and extendable inner wheels for highway movement gave it mobility. The a7e9 model was the most heavily armed; its 175mm main tube fired a variety of rocket-assisted shells including Hellfire IX antiarmor and Black Arrow antiair rounds. The Focus fire control computer could lock-on and direct a 10-round salvo in 90 seconds. The Phalanx defense radar, six Beehive flechette launchers and 25mm autocannon could stop all but the most well directed or point-blank salvos. The driver, comutech/gunner, and commander carried no personal weapons.

Raider: This light cav vehicle was the size of civilian sedan. Its multi-flex christie undercarriage made it even livelier than a MBT. The Soviet M-27 was a big seller with its unturretted (120 degree traverse) 153mm gun. Its cut-rate electronics and beehive made it an easy kill.

IFV: The Japanese Bright Child was the best tracked infantry carrier of the '30s, mounting four 30mm autocannons, two Mothra missile tubes, and 73mm of ceramic/ultraluminum armor--more than half the skin of a tank. Its powerful rotary engine, as good as and much lighter than other IFVs' turbines, could haul the heavy load. The six infantrymen in the "womb" had space for full packs and personal missiles as well as their rifles.

Gun: In 2005 the British Imperial Army fielded the 200mm Vicar SP gun. It was the first tracked gun with computer-directed fire control, ammo mix, target acquisition, laser ranging, counterbattery analysis, and postfire evasion. Its high-velocity shells had a shorter flight time (and thus higher survivability against radar-directed defenses) than the long-ranged artillery the Vicar replaced.



Msl Ln: Israel, always loathe to waste men, developed a different replacement for its obsolete heavy artillery and airplanes. The Barrage Missile Launcher was a frontline version of the old general support rockets. The 2012 Sabra model could lay out a pattern of 300 multihead missiles in 80 seconds. The Sleeper mine and the Quake energy-shock rounds were both Israeli developments.

Hover: Though the Soviets and British developed recon hovers, the US M-99 Warjet was the first hovercarrier with enough liftpower to carry armor, support weapons, and infantry. It needed its speed to survive, lacking the defense weapons and electronics of heavier vehicles.



MTT: The Paulista 3 triturret tank was invented in Brazil in 2017; the idea was to increase a tank's ability to engage several targets. Each turret had 180 degrees or greater traverse; its success revived the World War I dream of a land battleship.

Hawk Team: In 2022, after 50 years of effort, the US Air Force produced a rugged, fuel-efficient battlefield Jetpack. A team wearing dilynion light body armor and equipped with Blowdart missiles, grenades, and assault rifles was sudden death in close terrain, suddenly dead if caught in the open.

Air Cruiser: Like most early 21st century technology, magnetic lift was a Japanese development. The first Graceful Swan-class air cruiser was heavily armed and amazingly maneuverable (due to its nearly inertialess drive) but slower than a 'copter. Air Cruiser pilots learned not to dogfight, preferring to snipe at land vehicles from cover. Heavier cruisers with artillery became mobile batteries as well as snipers and scouts.



HLtank: 20 meters by 12 by 5, the Fort Ticonderoga-class Helitank was big enough to mount 260mm of armor, six "plug-in" turret pods, nine

autocannon, and 40 beehives. The Ti, the McHenry, and the Khe Sanh alone crushed Quebec in '36; two were destroyed but their utility became clear. Like the dreadnought and the ICBM, the helltank became the latest "must-have" for minor powers.

TERRAIN EFFECTS

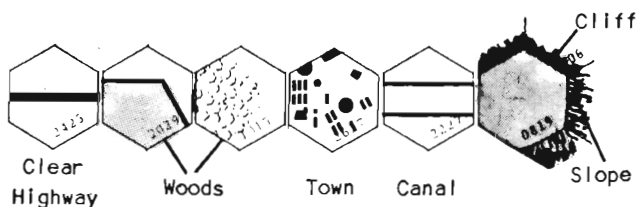
Cost In Movement Points (by Mobility Class)

Type	T	H	J	A
Clear	1	1	1	1
Woods	3	NO	3	1
Town	2	3	2	1
Canal	4	2	1	1
Slope*	+2	+4	+2	+0
Cliff	NO	NO	+4*	+0
Highway	1/3	1/2	OT	OT

*Moving upslope only, otherwise +0.

NO = Prohibited.

OT = Ignore Highway; pay for Other Terrain In hex.



UNIT COST/AVAILABILITY

Basic Game Units

Period	A	B	C	D	E	F	G	Number Available
Tank	5	5	4	4	4	3	3	8
Raider	4	4	3	3	3	2	2	5
IFV	2	2	2	1	1	1	1	5
Gun	4	4	4	4	3	3	3	4
Msl Ln	7	7	7	9	8	7	8	3
ADP	3	3	3	4	4	3	3	3
AH	7	6	6	5	5	5	4	6
Hover	-	4	3	3	2	2	2	5

Intermediate Game Added Units

	Added Units							
MTT	-	-	8	7	7	5	4	6
Hawk T	-	-	-	3	2	2	1	5
Air Cr	-	-	-	-	20	18	16	2

Advanced Game Added Units

	Added Units							
HLtank	-	-	-	-	-	25	30	3

Sleepers--Available Period D

	Period	D	Multi-Weapon Unit Mixes:
Quake--	"	"	MTT...3 Tank weapons
Flak--	"	"	Air Cr...3 AH weapons, Guns, and/or Lasers
Laser--	"	"	HLtank...6 of Tank weapon, Gun, Msl Ln, Flak,
Force Cannon	"	"	Laser, Force Beam

COMBAT RESULTS TABLE

		Target Unit						
Firing Unit	Tank MTT	Raider IFV	Hover	Hawk Team	Gun Msl Ln ADP	AH	Air Cr	HL tank
Tank, MTT	4	5	3	2	6	2	1	3
Raider	3	4	2	2	5	NO	NO	2
IFV, Hover, Hawk	2	3	3	4	5	2	0	1
Gun	4	4	4	5	5	NO	NO	3
Msl Ln--PGM, EMF, or Sleeper	3	3	4	5	6	NO	NO	1
ADP--Flak	1	2	4	4	5	3	1	0
AH	3	4	3	4	6	5	2	1
Msl Ln--Quake	7	7	2	2	7	NO	NO	4
ADP--Laser	NO	NO	NO	1	NO	4	2	NO
Force Cannon	6	7	7	4	6	6	4	4

DIE MODIFIERS ALL DIE MODIFIERS ARE CUMULATIVE

Add 3 to roll if: Target is Class J in Woods or Town.

Add 2 to roll if: Target is Class T in Woods or Town, or Target is Evading.

Add 1 to roll if: Target is Class H in Town.

Subtract 3 from roll if:

Target & Firing unit are in the same or adjacent Town

hexes, and Firing unit is IFV, Hover, or Hawk Team.

Subtract 2 from roll if:

Target is Class T (except HLTank) in Canal, or Target & Firing unit are in the same hex.

A unit may not OpFire if:

It is Evading, or it has Fired or OpFired all

its weapons this turn, or it is a Gun, or Msl Ln.

NO = NO EFFECT.

If modified Fire die roll is equal to or less than the matrix number, the Target is hit and (unless a HLTank) instantly destroyed. When a HLTank is hit, consult the HLTank Hit Chart for Damage.

Ranges: Flak-4, Laser-6, Force Cannon-3.

HLTANK HITS Hit Roll

Range	0-	1	2	3	4
0	6*	4	3	2	1
1	4*	3	3	2	1
2-3	3*	3	2	2	1
4	3*	2	2	1	1

Guns

2* at any range

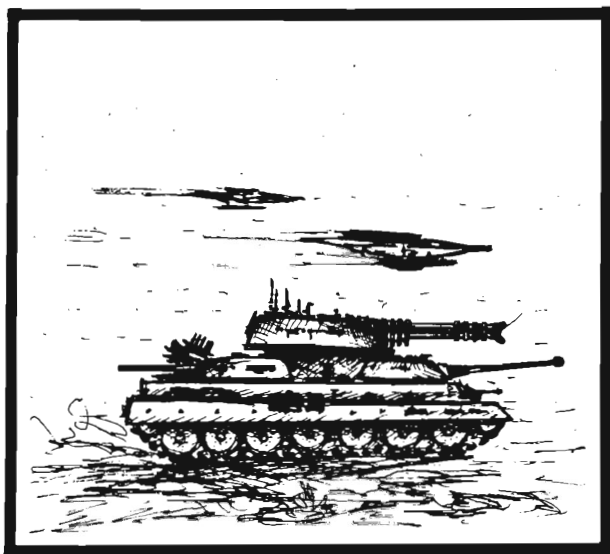
Msl Ln, EMFs and Sleepers

3* at any range

= number of Damage Points scored on HLTank.

Roll for weapon disabled.

* = Roll two dice; a "2" result eliminates the HLTank.



The nearby grumble and clank surges rank fear in your veins. Crouched low you wait. Dragons or Ogres of old might at least be fought. HELLTANKS are certain death. Closer, closer it comes. You wait and pray it strikes right or left, anywhere but here.











































HELLTANK is a game of tactical armored conflict in the 21st century. Each counter is a single vehicle or small unit. Included are the U.S. Kline class MBT-11, light cav. Raiders, Japanese IFV infantry carriers, Israeli Missile Launchers, Recon Hovers, Brazilian tri-turret MTTs, jet-pack Hawk Teams, Air Cruisers and the first Ft. Ticonderoga class heavy launch vehicle, HELLTANK. Versatile rules portray future combat in a playable, yet realistic manner, covering movement, firing, opportunity fire, missiles, air defense platforms and the special unit rules.

Included are rules, 12x14 play map, 126 unit counters and die.














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HELLTANK™

T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5
T 4  T 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5
T 3  R 4/7	T 3  R 4/7	T 10  G 3/5	T 3  R 4/7	T 3  R 4/7	T 3  R 4/7	T 2  I 4/5
T 2  I 4/5	T 2  I 4/5	T 2  I 4/5	T 2  I 4/5	T 10  G 3/5	T 10  G 3/5	T 10  G 3/5
T 16  L 3/5	T 16  L 3/5	T 16  L 3/5	T -  D 3/5	T -  D 3/5	T -  D 3/5	T -  HT 4/-
T -  HT 4/-	T -  HT 4/-	H 2  Hv 4/9	H 2  Hv 4/9	H 2  Hv 4/9	H 2  Hv 4/9	H 2  Hv 4/9

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J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	A 4  H 8/20	A 4  H 8/20
A 4  H 8/20	A 4  H 8/20	A 4  H 8/20	A 4  H 8/20	A -  C 9/18	A -  C 9/18	EV

EV EV EV EV EV EV EV

EV EV EV EV EV EV EV

EV	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5	T 4  T 3/5
	T 4  T 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5	T 4  M 3/5

HELLTANK™

T 4  M 3/5	T 3  R 4/7	T -  D 3/5	T 3  R 4/7	T 3  R 4/7	T 3  R 4/7	T 3  R 4/7
T 2  I 4/5	T 2  I 4/5	T 10  G 3/5	T 2  I 4/5	T 10  G 3/5	T 10  G 3/5	T 16  L 3/5
T 10  G 3/5	T 16  L 3/5	T 16  L 3/5	T -  D 3/5	T -  D 3/5	T 2  I 4/5	T 2  I 4/5
T -  HT 4/-	T -  HT 4/-	T -  HT 4/-	H 2  Hv 4/9	H 2  Hv 4/9	H 2  Hv 4/9	H 2  Hv 4/9
H 2  Hv 4/9	J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	J 3  H+ 2/9	A 4  H 8/20
A 4  H 8/20	A 4  H 8/20	A 4  H 8/20	A 4  H 8/20	A 4  H 8/20	A -  C 9/18	A -  C 9/18

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